

IN THE CLAIMS

The following Listing of Claims will replace all prior versions and listings of the claims.

Listing of Claims:

1. (Currently amended) A gaming apparatus operatively connectable through a communication network to a gaming system server, the gaming apparatus comprising:
 - a gaming terminal, operable to execute game software;
 - a secure communication apparatus, communicatively coupled to the gaming terminal, and operable to provide network access control for gaming information exchanged between the gaming terminal and a communication network;
 - an access control apparatus, communicatively coupled to the gaming terminal, and operable to prevent unauthorized access to gaming information within the gaming terminal; and
 - an integrity apparatus, communicatively coupled to the gaming terminal, and operable to ensure integrity of the gaming information within the gaming terminal, the integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming terminal, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.
2. (Original) The gaming apparatus of claim 1, wherein the secure communication apparatus is operable to exchange gaming information that is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.

3. (Original) The gaming apparatus of claim 1, further comprising:
at least one user interface selected from a group of user interfaces that includes a control panel, buttons, a coin acceptor, a note acceptor, one or more electro-mechanical reels, a keypad, one or more speakers, a card reader, a card reader display, and a video display.
4. (Currently amended) A gaming apparatus operatively connectable through a communication network to a gaming system server, the gaming apparatus comprising:
a gaming terminal, operable to execute game software; [[and]]
a secure communication apparatus, communicatively coupled to the gaming terminal, and operable to provide network access control for gaming information exchanged between the gaming terminal and the communication network; and
an integrity apparatus, communicatively coupled to the gaming terminal, and operable to ensure integrity of the gaming information within the gaming terminal, the integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming terminal, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.
5. (Original) The gaming apparatus of claim 4, wherein the secure communication apparatus is operable to exchange gaming information that is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.
6. (Original) The gaming apparatus of claim 4, wherein the secure communication apparatus is further operable to execute virtual private network application software.
7. (Original) The gaming apparatus of claim 4, wherein the secure communication apparatus is further operable to implement a virtual private network tunneling protocol.

8. (Original) The gaming apparatus of claim 4, wherein the secure communication apparatus includes one or more firewalls.
9. (Original) The gaming apparatus of claim 4, wherein the secure communication apparatus is further operable to execute a cryptographic method to ensure integrity of the gaming information.
10. (Currently amended) A gaming apparatus operatively connectable through a communication network to a gaming system server, the gaming ~~terminal~~ apparatus comprising:
a gaming terminal, operable to execute game software; ~~[[and]]~~
an access control apparatus, operable to prevent unauthorized access to gaming information within the gaming terminal; and
an integrity apparatus operable to ensure integrity of the gaming information within the gaming terminal, the integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming terminal, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.
11. (Original) The gaming apparatus of claim 10, wherein the access control apparatus is operable to prevent unauthorized access to the gaming information, which is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.

12. (Original) The gaming apparatus of claim 10, further comprising:
a secure communication apparatus, communicatively coupled to the gaming terminal, and operable to provide network access control for gaming information exchanged between the gaming terminal and the communication network.
13. (Cancelled).
14. (Currently amended) A gaming apparatus operatively connectable through a communication network to a gaming system server, the gaming ~~terminal~~ apparatus comprising:
a gaming terminal, operable to execute game software; and
an integrity apparatus, operable to ensure integrity of the gaming information within the gaming terminal, the integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming terminal, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.
15. (Original) The gaming apparatus of claim 14, wherein the integrity apparatus is operable to ensure integrity of the gaming information, which is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.
16. (Currently amended) The gaming apparatus of claim 14, wherein the ~~[[first]]~~ integrity apparatus is further operable to implement an authentication protocol to prevent unauthorized access to an encryption key.

17. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to prevent malicious software from accessing the gaming information within the gaming terminal.

18. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to detect intrusive network packets received by the gaming terminal.

19. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to monitor the gaming information for deviations in the existing state of the gaming information from one or more expected baselines the baseline state of the gaming information within the gaming terminal.

20. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to detect vulnerabilities in the gaming terminal.

21. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to alter operations of the gaming terminal in response to detection of corrupt data.

22. (Currently amended) The gaming apparatus of claim 14, wherein the [[first]] integrity apparatus is further operable to alter operations of the gaming terminal in response to detection of a failure of the gaming terminal.

23. (Currently amended) The gaming apparatus of claim 14, further comprising:
a [[first]] secure communication apparatus, communicatively coupled to the gaming terminal, and operable to provide network access control for the gaming information exchanged between the gaming terminal and the communication network.

24. (Currently amended) A gaming system server apparatus, operatively connectable through a communication network to one or more gaming terminals, the gaming system server apparatus comprising:

a gaming server;

a secure communication apparatus, communicatively coupled to the gaming server, and operable to provide network access control for gaming information exchanged between the gaming server and the communication network;

an access control apparatus, communicatively coupled to the gaming server, and operable to prevent unauthorized direct access to gaming information within the gaming server; and

an integrity apparatus, communicatively coupled to the gaming server, and operable to ensure integrity of the gaming information within the gaming server, the integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming server, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.

25. (Original) The gaming system server apparatus of claim 24, wherein the secure communication apparatus is operable to exchange gaming information that is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.

26. (Original) The gaming system server apparatus of claim 24, further comprising:

at least one user interface selected from a group of user interfaces that includes a keyboard, a graphical interface unit display, a monitor, a printer, a modem, a tape drive, a digital video disk drive, and a compact disk drive.

27. (Currently amended) A gaming system comprising:

at least one first gaming apparatus, which includes

a gaming terminal, operable to execute game software,

a first secure communication apparatus, communicatively coupled to the gaming terminal, and operable to provide network access control for first gaming information exchanged between the gaming terminal and a communication network,

a first access control apparatus, communicatively coupled to the gaming terminal, and operable to prevent unauthorized access to gaming information within the gaming terminal, and

a first integrity apparatus, communicatively coupled to the gaming terminal, and operable to ensure integrity of the gaming information within the gaming terminal, the first integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state of the gaming information within the gaming terminal, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state; and

at least one second gaming apparatus, operatively connectable through the communication network to the at least one first gaming apparatus, wherein the at least one second gaming apparatus includes

a gaming server,

a second secure communication apparatus, communicatively coupled to the gaming server, and operable to provide network access control for gaming information exchanged between the gaming server and the communication network,

a second access control apparatus, communicatively coupled to the gaming server, and operable to prevent unauthorized direct access to gaming information within the gaming server, and

a second integrity apparatus, communicatively coupled to the gaming server, and operable to ensure integrity of the gaming information within the gaming server, the second integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of the gaming information from a baseline state

of the gaming information within the gaming server, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state.

28. (Original) The gaming system of claim 27, wherein the gaming information is selected from a group of information types that includes the game software, game configuration data, game play data, game performance data, server-determined game outcomes, gaming device operations software, maintenance information, security data, player data, marketing data, operations data, accounting data, electronic fund transfer data, and wagering account transfer data.

29. (Currently amended) A gaming system comprising:

one or more secure gaming terminals, wherein selected ones of the one or more secure gaming terminals include a first secure communication apparatus, a first access control apparatus, and a first integrity apparatus, the first integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of gaming information from a baseline state of the gaming information within the selected ones of the one or more secure gaming terminals, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state; and

one or more secure gaming servers, wherein selected ones of the one or more secure gaming servers include a second secure communication apparatus, a second access control apparatus, and a second integrity control apparatus, the second integrity apparatus operable to at least detect deviations, outside of a pre-selected boundary, in an existing state of gaming information from a baseline state of the gaming information within the selected ones of the one or more secure gaming servers, and to report the detected deviations for acceptance and associated update of the baseline state or for remedial action to return the gaming information to the baseline state, and wherein the one or more secure gaming terminals and the one or more secure gaming servers are operatively connected through a communication network.

30. (Original) The gaming system of claim 29, wherein the communication network includes a dedicated private network.

31. (Original) The gaming system of claim 29, wherein the communication network includes a public network.

32. (Original) The gaming system of claim 29, wherein each of the first secure communication apparatus and the second secure communication apparatus includes at least one secure communication element.

33. (Original) The gaming system of claim 32, wherein the at least one secure communication element is selected from a group that includes a virtual private network application software, a virtual private network tunneling protocol software, a firewall, and a cryptographic protocol.

34. (Original) The gaming system of claim 33, wherein the cryptographic protocol is selected from a group that includes a message authentication code protocol, a one-way hash protocol, a public-key cryptography protocol, a digital signature protocol, a symmetric encryption protocol, and a random number generator protocol.

35. (Original) The gaming system of claim 33, wherein the firewall includes a programmable network processor.

36. (Original) The gaming system of claim 33, wherein the firewall includes an adaptive computing integrated circuit.

37. (Original) The gaming system of claim 29, wherein each of the first access control apparatus and the second access control apparatus include at least one access control element.

38. (Original) The gaming system of claim 37, wherein the at least one access control element is selected from a group that includes a person authentication protocol, a software authentication protocol, a person authorization protocol, and an administration method.

39. (Original) The gaming system of claim 38, wherein the person authentication protocol is selected from a group that includes a username authentication protocol, a password authentication protocol, a biometric authentication protocol, and an access token authentication protocol.

40. (Original) The gaming system of claim 38, wherein the person authorization protocol is selected from a group that includes a username authentication protocol, a password authentication protocol, a biometric authentication protocol, and an access token authentication protocol.

41. (Original) The gaming system of claim 38, wherein the software authentication protocol is selected from a group that includes a message authentication code protocol, a one-way hash protocol, a public-key cryptography protocol, a digital signature protocol, a symmetric encryption protocol, and a random number generator protocol.

42. (Original) The gaming system of claim 29, wherein each of the first integrity apparatus and the second integrity apparatus include at least one integrity element.

43. (Original) The gaming system of claim 42, wherein the at least one integrity element is selected from a group that includes an antivirus software, an antivirus scanner, an intrusion detection system, a data integrity system, an incident response protocol, a security management protocol, a vulnerability assessment protocol, and an authentication protocol.

44.-50. (Cancelled).

51. (New) The gaming apparatus of claim 1, wherein the integrity apparatus is further operable to determine whether the detected deviations are valid, wherein if the integrity apparatus determines that the detected deviations are valid, the integrity apparatus is operable to report the detected deviations for acceptance and associated update of the baseline state, and wherein if the integrity apparatus determines that the detected deviations are not valid, the integrity apparatus is operable to report the detected deviations for remedial action to return the gaming information to the baseline state.

52. (New) The gaming apparatus of claim 4, wherein the integrity apparatus is further operable to determine whether the detected deviations are valid, wherein if the integrity apparatus determines that the detected deviations are valid, the integrity apparatus is operable to report the detected deviations for acceptance and associated update of the baseline state, and wherein if the integrity apparatus determines that the detected deviations are not valid, the integrity apparatus is operable to report the detected deviations for remedial action to return the gaming information to the baseline state.

53. (New) The gaming apparatus of claim 10, wherein the integrity apparatus is further operable to determine whether the detected deviations are valid, wherein if the integrity apparatus determines that the detected deviations are valid, the integrity apparatus is operable to report the detected deviations for acceptance and associated update of the baseline state, and wherein if the integrity apparatus determines that the detected deviations are not valid, the integrity apparatus is operable to report the detected deviations for remedial action to return the gaming information to the baseline state.

54. (New) The gaming apparatus of claim 14, wherein the integrity apparatus is further operable to determine whether the detected deviations are valid, wherein if the integrity apparatus determines that the detected deviations are valid, the integrity apparatus is operable to report the detected deviations for acceptance and associated update of the baseline state, and wherein if the integrity apparatus determines that the detected deviations are not valid, the

integrity apparatus is operable to report the detected deviations for remedial action to return the gaming information to the baseline state.

55. (New) The gaming apparatus of claim 24, wherein the integrity apparatus is further operable to determine whether the detected deviations are valid, wherein if the integrity apparatus determines that the detected deviations are valid, the integrity apparatus is operable to report the detected deviations for acceptance and associated update of the baseline state, and wherein if the integrity apparatus determines that the detected deviations are not valid, the integrity apparatus is operable to report the detected deviations for remedial action to return the gaming information to the baseline state.

56. (New) The gaming apparatus of claim 1, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to check settings of the gaming terminal and to determine whether the settings are consistent with a pre-selected gaming security policy.

57. (New) The gaming apparatus of claim 4, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to check settings of the gaming terminal and to determine whether the settings are consistent with a pre-selected gaming security policy.

58. (New) The gaming apparatus of claim 10, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to check settings of the gaming terminal and to determine whether the settings are consistent with a pre-selected gaming security policy.

59. (New) The gaming apparatus of claim 14, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to check settings of the gaming terminal and to determine whether the settings are consistent with a pre-selected gaming security policy.

60. (New) The gaming apparatus of claim 24, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to check settings of the gaming terminal and to determine whether the settings are consistent with a pre-selected gaming security policy.

61. (New) The gaming apparatus of claim 1, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to simulate behavior of an attacker to identify vulnerabilities in the gaming terminal.

62. (New) The gaming apparatus of claim 4, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to simulate behavior of an attacker to identify vulnerabilities in the gaming terminal.

63. (New) The gaming apparatus of claim 10, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to simulate behavior of an attacker to identify vulnerabilities in the gaming terminal.

64. (New) The gaming apparatus of claim 14, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to simulate behavior of an attacker to identify vulnerabilities in the gaming terminal.

65. (New) The gaming apparatus of claim 24, wherein the integrity apparatus includes one or more vulnerability assessment scanners operable to simulate behavior of an attacker to identify vulnerabilities in the gaming terminal.